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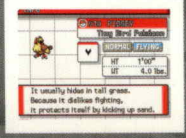
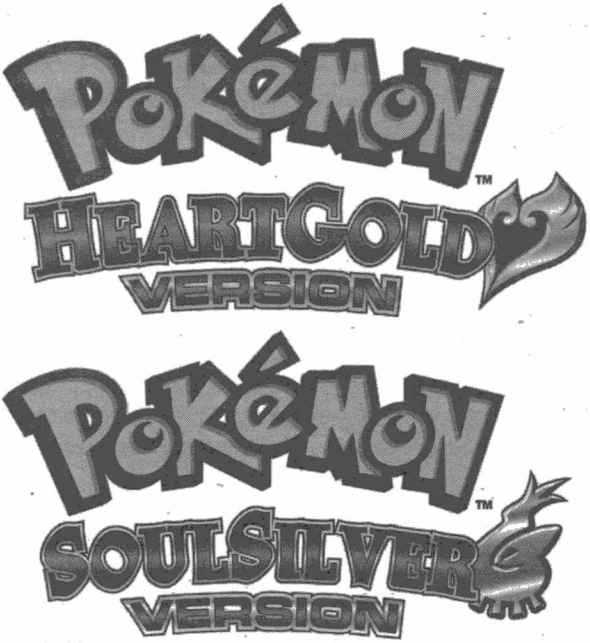
Pokémon™ HeartGold Version

Pokémon™ SoulSilver Version

MASTERCLASS

68 PAGES OF STRATEGIES & TIPS!





MASTERCLASS

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Battle Frontier Strategies!

Welcome, Trainers! It looks like you've taken an interest in showing off your Pokémon-raising skills to the world by entering the many tournaments on offer at the battle frontier, eh? Good choice. But it's not all fun and games – frontier matches are about as serious as Pokémon battles can get and if you're not ready for the super-tough opponents that lie in wait, they'll walk all over you. So read on as we walk you through each of the events that you'll find at the battle frontier and try to help you get the most out of your team...

Battle tower

If you're looking for pure battling with no gimmicks or extra rules to worry about, Battle Tower is the place to go. You'll need a team of three Pokémon (four if you decide to go for the double battle option) and the goal is simple – defeat seven opponents in a row to earn bp and move on up the ranks. All opposing teams will be the same level as your highest-level monster, so make sure you've got pretty even levels before going in. Take along a nicely varied set of monsters with good type coverage and you'll be off to a good start. At the end of the third set (21 battles in), you'll meet tower tycoon palmer, who has dragonite, milotic and rhyperior – make sure your team for the third set can deal with these three easily. Make it to seven full sets (49 wins) and he'll return, this time with an even stronger team (Heatran, Regigigas, Cresselia), so be ready for them!

Battle factory

If your own monsters aren't quite up to the challenge, why not use someone else's? That's the idea behind battle factory, where you use rental Pokémon instead of your own. The most important thing is your starting line-up – so, when offered the initial choice of six monsters, take your time and check the stats, abilities and moves of each closely to see which will serve you best. After a win, you're able to trade up for one of the other trainer's monsters if you'd like – again, choose wisely

as a powerful Pokémon with no good moves is nowhere near as useful as a slightly weaker one with a great move pool. Again, 21 wins will call out the tycoon but we can't help you here – he uses rental Pokémon as well, so there's no way of knowing what he'll use! Defeat him and continue your streak, then he'll pop up again just before you hit 50 wins to challenge you once more and make sure you're truly worthy!

Battle castle

The castle is perhaps the most interesting place to battle, but it's also the most confusing! The trick here is that your HP and PP aren't recovered after battle – you must trade CP from your victory streaks for this luxury! Where possible, let one powerful monster do most of the hard work as it's far cheaper to keep just one monster healthy, giving you time to save up cp until you can afford the various rank ups. The order you get these will be determined by the team you're running, so if your snorlax needs a chesto berry, you'll naturally pick the item rank over the recovery rank first. You can also drop points on the ability to see the next team, though it's not always all that useful as there's little you can do with that information. Once again, the area's champion arrives to challenge you at the end of the third and seventh win streaks, so make sure you're healed up before then!

Battle hall

Simplicity is key in the battle hall: one-on-one matches against all sorts of Pokémon in a bid to find out who has the ultimate monster! Annoyingly, once you enter a Pokémon into this challenge, you're locked to that Pokémon and switching between rounds will reset your win streak. Yes, this means you'll need to battle monsters that you're weak against, so do this first – that way, you've got far less to do again should you encounter a horribly powerful opponent. Also, bear in mind that while the monster must stay the same, move sets and held items can be changed after each set of ten fights. Leave your advantageous match-up until last, as the Pokémon you face grow more powerful each set. Expect to see the champion argenta turn up after the fifth and the final (!) Set of monsters...

if you can make it that far. Good luck – you'll need it!

Battle shops

It's all well and good entering all of these challenges, but what are you going to do with your prize funds? The best place to start is to invest in the training items (power belt, weight, etc) if you don't already have them, since these make raising new Pokémon a far quicker process. Some of the held items are also useful, though you'll need to weigh up how handy they will be with what else you can get for your hard-earned points as they're pretty expensive. There's also the ability to buy some of the most sought-after TMs and while there are usually alternative ways to get these, this is a quick and easy way to do it if you've got BP to burn. Don't worry about the training supplements like carbos and protein, though – do a few amulet coin elite four runs and you'll have enough cash to buy far more of them in a far shorter amount of time. And the scratch cards? Yeah, they're pretty addictive. Try not to go too crazy, although there are quite a few nice items that can be obtained with a lucky scratch.

Battle arcade

While it might seem like the most random of the five challenges, the arcade is actually pretty easy once you learn how the roulette system works. Learn to stop the board on a beneficial category – the best ones to get early are those that slow the board down; although once you've done that, you should be looking to paralyze or burn the opponent for a few easy wins. It's still heavily luck-based though, since you never know what will be on the board, but there's usually something that you can use to your advantage. Gimmick teams work well here, since later on you get the ability to bring in weather conditions using the board – abilities like sand veil and moves like thunder and solarbeam become far more useful then. As usual, it'll take three full streaks to call out the champ, who will turn up again once you're about to hit 50 wins. Learn the board and this is perhaps the easiest of the lot, so it's a good place to go first, especially since all your Pokémon are reduced to level 50 for the challenge.

Banned Pokémon

While the Battle Frontier is the place to go to show off your most powerful Pokémon, tournament organisers have outlawed the use of some of the most overpowered Legendary monsters in the interest of fair play. In case you're not sure which ones are allowed to compete and which aren't, we've compiled this handy list so you know who to bring along and who to leave in the box. It's also worth noting that in events where you use more than one Pokémon, you may only use one of each monster – a team of three gyarados wouldn't be allowed, for example. Anyway, here's the full list of banned Pokémon for all frontier events...

Mewtwo, Mew, Lugia, Ho-oh, Celebi, Kyogre, Groudon, Rayquaza, Jirachi, Deoxys (all formes), Dialga, Palkia, Giratina (both formes), Phione, Manaphy, Darkrai, Shaymin (both formes), Arceus

Advanced training strategies!

Did you ever get into what seemed to be an easy battle only to find that the opponent's Pokémon were much better trained than they looked? We've all done it and while it's easy to underestimate some middle-of-the-road monsters, it's also surprisingly easy to turn these also-rans into the real deal with a little knowledge and a lot of patience. So if you're looking to put together the most fearsome Pokémon team the world has ever known, your best bet is to have a read over the next few pages and see if you can't learn a thing or two about the tricks to, and the science behind, advanced Pokémon training. Thinking caps on, people – this is going to get pretty serious!

Choosing a team

As much as training methods are an important part of getting the best out of any given squad, selecting six (or three, if you're going for a smaller team) monsters that work well as a team is the single most crucial aspect to your potential success. Try to cover as many types as possible with

your selection and bear in mind the kind of opposition you might go up against – rampant dragon and psychic types tend to fall into many teams, so making sure you have ice and dark or bug moves to deal with these threats is important too. Also, try not to bring in too many monsters with similar weaknesses, though if you're going for a themed team this won't be so easy. Abstract choices are also a nice touch since many players won't know what to expect when you call out, say, a Porygon2 and all of a sudden you're sweeping for game.

Training basics

The first thing to remember is that if you want to train a Pokémon properly, you'll need to regulate exactly what enemy types it fights in the training process. This means no battling with it before you identify what stats you'll be working on – while you can remove wasted effort values (or evs, but more on those shortly), it's a lot more hassle than it's worth when you can just avoid getting into battles. Note that a Pokémon equipped with an exp share will also gain unwanted evs even if they don't fight, so be careful. Generally speaking, wild Pokémon promote a little growth in their dominant stat when defeated, so geodudes and gravelers will boost defense while abra and kadabra promote special attack growth. Evolved versions boost stats more, plus you can use training aids like carbos and protein to give yourself a head start in any given stat.

Egg moves

But before you even start training, you'll want to work out the move set you'll be looking to use – it's no use doing all the hard work only to later learn that you should have first bred a useful move onto your potential superstar monster! Generally speaking, every single Pokémon that can breed will have at least one handy move that can be shifted over from another species – though sometimes this isn't quite as easy as it appears. The basics are easy enough, however. You'll need a female version of the Pokémon you're trying to create, since the species of the hatched baby will follow the female side. Moves, meanwhile, come from the male side and these can be either compatible moves that the target species can't

regularly learn or handy TM moves from rare TMs. If you're lucky, the hatchlings should be of the right species and know moves they couldn't ever have before, so experiment!

IVs - the foundations of greatness

Proper training isn't quite as easy as just hatching an egg, mind. In looking for that perfect partner, you'll probably want to produce and hatch at least ten eggs and the more you make, the better your chance of creating an amazing battler as each will have different IVs (or individual values) that govern how good each stat can get. Wait to hatch them until you have five, then place them behind a Pokémon like Camerupt in your party – its ability halves the time eggs take to hatch. Place all the younglings in the PC box until you have enough, then save your game. Feed one of them a bunch of rare candies – ideally to take them up to level 20 or so, but anything above lv10 will give a fair idea. Scribble down the stats and turn off without saving. Repeat for all your little 'uns and you should be able to identify which will grow up to be strongest in the areas you need, most likely the speed and attack or sp. Attack stats. Keep an eye on natures too, since each boosts and cuts certain stats – an adamant Alakazam is going to lose a lot of its special damage, and you don't want that!

EVs - what they are and how they work

Ah, effort values. These are the real crux of advanced training, so here comes the science bit. Basically, a monster can have its stats boosted by battling certain monsters – basic unevolved monsters usually give one point in their dominant stat, while each evolution (or more powerful one-off unevolved Pokémon) gives a little more. For every four evs a Pokémon earns in each stat, it will gain a bonus point in that stat at level 100, but there's a catch. To prevent over-the-top training, each monster is limited to just 510 evs in total and a maximum of 255 in any stat, meaning you can choose to raise two stats massively (the usual option) or spread your points more evenly. A full boost gives a healthy 63 extra points in each stat – and fortunately, there are quicker ways to earn these than doing

510 battles per monster...

A little help from my friends

A number of items can be used in ev training to hurry the process along, not least the power items that can be obtained from the battle frontier. First up, though, it's all about the macho brace – while equipped, this handy item might cut your speed dramatically, but the trade-off is that it doubles any and all evs you earn. And don't worry, your speed returns to normal when you remove it, so there's no lasting damage. The power items are far better, adding four extra points to all EV gains of the type equipped, making them invaluable tools. And finally, even the exp share can be used, letting you level up a baby Pokémon while they earn their first evs, though these are only earned at the basic rate, unmodified by any effects on the battling Pokémon.

Pokerus, the friendly virus

The final trick for speeding up levelling is to try and get your hands on a Pokémon that is afflicted with Pokérus, a rare disease that can only rarely be caught by battling wild monsters. You can trade for other infected monsters too, of course – if you have a little time, a trawl of the gts can be fruitful, though you may have to give up something good in return. Once you have an infected Pokémon, placing it next to others in your party can spread the infection to them, after which you should place the original monster in a pc box and leave it there – it'll remain infected the whole time. But what's the bonus? Why, a double ev gain on top of item effects. Very handy.

Finishing up

Once you've bred the perfect monster and made sure they're fully EV trained (take them to the woman in blackthorn – she'll give you an effort ribbon if they've hit that 510 EV cap), all that is left to do is to decide on a move set and a held item. This is every bit as important as the other aspects of training, so you'll need to pick your focus and spread wisely. As a general rule, the accuracy of moves like thunderbolt is preferable to

the unpredictable power of thunder, though there are exceptions. Moves like will-o-wisp, for instance, can wreak havoc by both cutting attack and inflicting damage over time. Choose wisely, young Trainers!

Gimmick monsters explained!

The (almost) impervious shield – Shedinja

Gimmick: Wonder guard

How it works: Abilities can make or break a Pokémon as we all know, but shedinja lives or dies by his. Wonder guard ensures that only super-effective hits do any damage to it – that's fire, dark, ghost, flying and rock type moves, fact fans. The problem is that with only 1HP, a single one of any of these hits will be enough for an easy ko for your opponent, meaning the trick is to size up your opponent's team and try to whittle down their squad until only a few monsters remain that can't do anything about wonder guard. But even that's not infallible – weather effects like sandstorm and status effects like poison and burn can still take him down as well. An interesting gimmick, but not an especially practical one, especially since you can't even use skill swap to put wonder guard on a more resilient Pokémon. But then, we don't even want to think about what wonder guard would do to spiritomb…

The patient learner – Smeargle

Gimmick: Sketch

How it works: The only move smeargle ever learns by levelling up is sketch, a unique technique that permanently changes into the last move used by the opponent in battle. This makes smeargle technically capable of learning every single move in the game if you're patient enough to battle long enough for him to copy the right moves. Fortunately, he keeps relearning sketch so you're able to create a full and unique move set and this leads to some amazing potential roles for the painty dog thing. The most common of these is to tailor him to a baton pass set that allows him to pass on exactly the stat boosts your team needs, though you can also

use his versatility to break the game with combos like lock-on and sheer cold. Catch a foe boosting with an encore and you've got a guaranteed kill on your hands two turns later...

The lazy powerhouse – Slaking

Gimmick: Truant/skill swap

How it works: While some monsters have abilities that work in their favour, slaking and regigigas aren't quite so lucky. The latter can't really be helped but for this work-shy yeti, there are ways to get him to get up and do his thing. The truant ability means slaking can only act every other turn, but by using the move skill swap to pull it away from him and ideally replacing it with something useful (such as levitate), you can turn him into a genuinely incredible attacker. Naturally this will only work in 2-on-2 battles and you'll end up with truant on the Pokémon that used skill swap. It's a small price to pay though and should the skill swapper survive, they can even then pass the laziness onto an opponent by using skill swap again. It's enough to mess up even the most organised opponent...

The sturdy worm – Shuckle

Gimmick: Power trick/Trick room

How it works: astronomically high defences alone aren't enough to get shuckle a place on a decent battle team, though there's a way to turn this humble bug into a wrecking ball. It's called power trick, a move that swaps its user's attack and defence stats. While this gives him the highest attack in the game when used, the downside is of course that shuckle's pitiful natural attack stat becomes his defence and pretty much any physical hit will kill him outright. Still, it can play havoc with special attackers or better still, try using it on a trick room team – if you manage to get set up, you've got the fastest, strongest Pokémon ever seen for five turns, which should be enough to make all the difference.

The easy lover – Ditto

Gimmick: Breeding

How it works: let's not beat about the bush here. Ditto is useless in battle.

Transform is a gimmick in the most literal sense, turning the little pink blob into a worse version of whatever it his he happens to be facing. Outside of battles, though, ditto is an invaluable tool for any trainer. Since it can breed with any other kind of Pokémon, it makes a great substitute for rare monsters or even just an easier way of ensuring you get what you want out of the breeding process. Grab an adamant ditto, for instance, whack an everstone on him and when you come to use him in breeding, the offspring have a 50% chance of taking on the attack-boosting nature. Handy to know, so we have an army of dittos stored in our PC box just ready to speed up the breeding process with whatever natures we might need.

The tireless searcher – Linoone

Gimmick: Pick up

How it works: another non-battling trick, but still a great one to know. While you're running around training one or two Pokémon, you might want to consider filling the rest of your squad with high-level linoones or ambipoms. The whole time you're battling to get your main monsters up to scratch, these guys will be on the hunt for rare items and after every battle there's a chance they'll find an item. Sometimes these aren't all that useful but particularly at higher levels, pick up allows companions to find things like evolution stones, TMs and even rare candies – getting these kind of items for free certainly isn't something to be sniffed at! Just make sure you have pick up rather than another, less useful ability before you fill your team with potential treasure hunters...

Catching Legendary Pokémon

Pokémon HeartGold and SoulSilver are without a doubt the most massive Pokémon RPGs to date. Not only do you have to defeat all the gym leaders in Johto and Kanto, but there are also a total of 19 Legendary Pokémon to catch. Don't fret though! Here you'll find the location of all the Legendaries Pokémon HeartGold and SoulSilver have to offer...

Ho-oh

In order to catch ho-oh in HeartGold you'll need to defeat team rocket at the Goldenrod City radio tower to receive the rainbow wing, defeat all eight Johto gym leaders and defeat the Kimono girls in the Ecruteak City dance theatre to receive the clear bell. In SoulSilver you'll need to obtain the rainbow wing by talking to the old man near route three in Pewter City. After that you'll need to go to the top floor of the bell tower to encounter Ho-oh.

HeartGold
Level: 45
Ability: pressure
Item: sacred ash
Moves: extrasensory, sunny day, fire blast, sacred fire

SoulSilver
Level: 70
Ability: pressure
Item: sacred ash
Moves: sacred fire, punishment, ancient power, safeguard

Lugia

In order to catch Lugia in SoulSilver you'll need to defeat Team Rocket at the Goldenrod City radio tower to receive the silver wing, defeat all eight Johto gym leaders and defeat the Kimono girls in the Ecruteak City dance theatre to receive the tidal bell. In HeartGold you'll need to obtain the silver wing by talking to the old man near route three in Pewter City. After that you'll need to go to the bottom of the Whirl Islands to encounter Lugia.

HeartGold
Level: 70
Ability: pressure
Item: sacred ash

Moves: aeroblast, punishment, ancient power, safeguard

SoulSilver
Level: 45
Ability: pressure
Item: sacred ash
Moves: extrasensory, rain dance, hydro pump, aeroblast

Mewtwo

Mewtwo is found deep within the Cerulean Cave, accessed by surfing from the waterway on route 24 near Cerulean City. In order to encounter Mewtwo you'll need to have obtained all eight badges in Johto and Kanto (a person will block the entrance to the cave until you've defeated all the gym leaders). Once you've accomplished that, you can find Mewtwo in the basement floor of the Cerulean Cave. Mewtwo is a lot easier to catch than most Legendary Pokémon due to its lack of offensive moves – its only offensive move is psycho cut.

HeartGold/SoulSilver
Level: 70
Ability: pressure
Item: none
Moves: psycho cut, amnesia, power swap, guard swap

Articuno

Articuno, one of the Legendary birds, is found deep within the Seafoam Islands. You'll need to earn all 16 badges in order to encounter it. There are two ways to travel to the Seafoam Islands: from Cinnabar Island in the west or Fuchsia City in the east. You'll have to solve some tough ice-sliding puzzles in order to reach Articuno. If you defeat Articuno by accident during your encounter, don't fret because it will reappear after you defeat the champion.

HeartGold/SoulSilver
Level: 50
Ability: pressure
Item: none
Moves: ancient power, agility, ice beam, reflect

Zapdos

Zapdos, the second Legendary bird of Kanto, is located outside the power plant. You'll need to earn all 16 badges in order to encounter it. Zapdos is probably the easiest Legendary Pokémon to obtain as it's in plain sight. In order to reach Zapdos you'll need to surf to the power plant from route 10. If you defeat zapdos by accident during your encounter, don't fret because it will reappear after you defeat the champion.

HeartGold/SoulSilver
Level: 50
Ability: pressure
Item: none
Moves: ancient power, charge, agility, discharge

Moltres

Moltres, the third and final Legendary bird, is located in an entirely new place from the first-generation games – instead of being found on Victory Road, moltres is now found within the Mt Silver Cave. You'll need to earn all 16 badges in order to encounter it. In order to reach the Mt Silver Cave you'll need to go through the reception gate and follow route 28. If you defeat moltres by accident during your encounter, don't fret because it will reappear after you defeat the champion.

HeartGold/SoulSilver
Level: 50
Ability: pressure
Item: none
Moves: ancient power, flamethrower, safeguard, air slash

Raikou

Similar to the original second-generation games, Raikou, one of the three Legendary beast Pokémon, isn't found in a specific location; rather, it's found roaming free throughout the Johto region. Raikou will be set free when you encounter it (along with Entei and Suicune) in the basement of the burned tower. To better your chances of encountering Raikou it is advisable that you use repel to keep lower-level Pokémon away. You can track Raikou's location on the Pokégear.

HeartGold/SoulSilver
Level: 40
Ability: pressure
Item: none
Moves: roar, quick attack, spark, reflect

Entei

Entei is found in the same manner as its Legendary beast companion, Raikou – it's roaming free throughout the Johto region. Entei will be set free when you encounter it (along with Raikou and Suicune) in the basement of the burned tower. To better your chances of encountering entei it is advisable that you use repel to keep lower-level Pokémon away. You can track Entei's location on the Pokégear.

HeartGold/SoulSilver
Level: 40
Ability: pressure
Item: none
Moves: roar, fire spin, stomp, flamethrower

Suicune

The location of Suicune, the third and final Legendary beast, is unique: unlike Raikou and Entei it isn't found roaming free in the wild; instead, you'll have to follow Suicune around Johto and Kanto in order to catch it. After going to the basement of the burned tower and setting Suicune

free, you'll need to encounter suicune at five locations: north of Cianwood City, on route 42 outside the entrance of Mt Mortar, in Vermillion City, on route 14, and on route 24 just outside Bill's house (after Misty returns to her gym) where you can battle it. If you accidentally defeat Suicune, it will appear again at the burned tower after defeating the Elite Four.

HeartGold/SoulSilver
Level: 40
Ability: pressure
Item: none
Moves: rain dance, gust, Aurora beam, mist

Kyogre

Kyogre, a version-exclusive Pokémon for HeartGold, is found in the Embedded Tower. In order to encounter Kyogre you'll need to defeat Red on Mt Silver, receive a starter Pokémon from Professor Oak, and obtain the blue orb from Mr Pokémon on route 30. You can reach the embedded tower from route 47.

HeartGold
Level: 50
Ability: drizzle
Item: none
Moves: aqua ring, ice beam, ancient power, water spout

Rayquaza

In order to obtain Rayquaza you'll need to obtain both Kyogre (exclusive to HeartGold) and Groudon (exclusive to SoulSilver). If you own HeartGold you'll need to trade for Groudon from SoulSilver, while if you own SoulSilver you'll need to trade for Kyogre from HeartGold. Once you have both Pokémon, visit Professor Oak to receive the jade orb. With the jade orb in hand, go to the embedded tower in order to encounter Rayquaza.

HeartGold/SoulSilver

Level: 50
Ability: air lock
Item: none
Moves: rest, air slash, ancient power, outrage

Groudon

Groudon, a version-exclusive Pokémon for SoulSilver, is found in the Embedded Tower. In order to encounter Groudon you'll need to defeat Red on Mt Silver, receive a starter Pokémon from Professor Oak, and obtain the red orb from Mr Pokémon on route 30. You can reach the embedded tower from route 47.

SoulSilver
Level: 50
Ability: drought
Item: none
Moves: rest, earthquake, ancient power, eruption

Latias

As with the Legendary beast Pokémon, Latias is a free-roaming Pokémon. In order to obtain Latias in HeartGold you'll need to obtain the National Dex and run into Steven Stone outside the Pokémon fan club in Vermillion City. Latias will be found in the wild in the Kanto region. Use repel to better your chances of encountering Latias. You can track Latias's location on the Pokégear.

In order to encounter latias in SoulSilver you'll need to obtain the enigma stone via a wi-fi event (this was downloadable 31 July to 27 August 2010 in the UK, no future releases are as yet known). With the enigma stone in hand, head to the museum of science in Pewter City. After discovering that the item is really the soul dew, head outside the museum. After a brief chat with Steven Stone you'll encounter Latias.

HeartGold/SoulSilver
Level: 35
Ability: levitate
Item: none
Moves: dragon breath, water sport, refresh, mist ball

Latios

Latios is obtained in SoulSilver in the same manner as latias is obtained in HeartGold. As before, you'll need to obtain the National Dex and run into Steven Stone outside the Pokémon fan club in Vermillion City. Latios will be found in the wild in the Kanto region. Use repel to better your chances of encountering Latios. You can track Latios's location on the Pokégear.

In order to encounter Latios in SoulSilver you'll need to obtain the enigma stone via a wi-fi event (again, this was only downloadable 31 july to 27 august 2010 in the UK). With the enigma stone in hand, head to the museum of science in Pewter City. After discovering that the item is really the soul dew, head outside the museum. After a brief chat with Steven Stone you'll encounter Latios.

HeartGold/SoulSilver
Level: 35
Ability: levitate
Item: none
Moves: dragon breath, protect, refresh, luster purge

Dialga, Palkia & Giratina

In order to obtain Dialga, Palkia or Giratina you'll need to trade over Arceus (obtained with the azure flute in Diamond, Pearl and Platinum). With Arceus on your team as your partner Pokémon, head over to the alph ruins, where you will be greeted by a man who will lead you to the Sinnoh champion, Cynthia. Cynthia will lead you to the Sinjoh ruins, where she will give you the option of obtaining one of the three Legendary Pokémon: Dialga, Palkia or Giratina. You can obtain a second of the

Legendary Pokémon by bringing the event Arceus with you.

Dialga
Level: 1
Ability: pressure
Item: adamant orb
Moves: dragon breath, scary face

Palkia
Level: 1
Ability: pressure
Item: lustrous orb
Moves: dragon breath, scary face

Giratina
Level: 1
Ability: pressure
Item: griseous orb
Moves: dragon breath, scary face

Johto Secrets

Lapras

With so many awesome Pokémon up for grabs, it can be easy to overlook a lot of the one-off, non-evolving monsters and it's especially easy to overlook them if you don't even know where they are! The trick to catching lapras is knowing that it only comes out to play on a friday. So when the weekend is nearly here, take a Pokémon that knows surf to the lower levels of union cave and go for a swim. Like most Legendary monsters, you should spot lapras before you fight him rather than needing to get lucky with a random encounter. Press a next to it to enter battle and you'll see it's at level 20, so it shouldn't be too hard to catch. You can do this every week if you so desire, but for most of us one is

enough. No need to get greedy, right?

GTS

Gone are the days when you needed to be in the same room as another trainer to trade, and today you can trade monsters with players from around the world over the nintendo wi-fi connection. There are all kinds of benefits to this – for starters, it'll let you search for any monster you've seen, meaning those that are tricky to catch properly can simply be traded for. Similarly, you can grab yourself a kadabra or another Pokémon that evolves on trading to easily get their best forms. But there are some other neat bonuses too. Grab yourself any Pokémon from a Trainer in a different country and you'll unlock a new route to explore on the Pokéwalker. And if you're having trouble finding decent trades, just do a few junk trades first. The more you use the GTS (global trade station), the more search matches it will return. Oh, and when putting your monsters up for trade, don't always ask for Legendaries in return. It just clutters up the system and no one is ever going to do the trade!

Clefairy dance

Some say that Clefairy comes from space and although that's never been proven, you can at least get to see something out of this world if you know where (and when) to look. On any Monday night between 8pm and midnight, take a trip up to Mt Moon and you'll see a rare occurrence that is certainly worth staying up for. A bunch of clefairy will be dancing at the summit, but unfortunately they're a little on the shy side. They'll abandon their performance and run off when they spot you, but it's not all bad news – one of them will drop a moonstone, which will help you to evolve Pokémon like nidorino or Jigglypuff that only evolve when exposed to this strange rock. It also works on clefairy, obviously!

Swarms

Have you been listening to the radio much? You probably should, you know. After you've beaten the game, Professor Oak's show is among the most useful and if you stay tuned in for long enough, he should tell

you about that day's swarm. Swarms are groups of rare or otherwise unobtainable monsters that all gather in a particular area that day – oak will tell you where you need to be looking – and it's a great way to get your hands on some new and interesting monsters. Chansey, Ditto, Yanma, Relicanth... Useful monsters you'll struggle to get elsewhere might pop up, so it's worth checking on the swarm report every day if you can. One day you're bound to get lucky.

Shiny leaves

You might think you know everything there is to know about Pokémon – you've had Pokérus, EV-trained entire teams and covered every inch of the world on your quest to become a Pokémon master. But did you know about shiny leaves? Thought not. While they're not exactly the most useful thing in the world, there are bragging rights galore for scoring these rare trinkets. So how do you get them? Well, you'll need to talk to your partner Pokémon a lot. Depending on its type, there will be a number of places where it could potentially find shiny leaves, but they're always in long grass and always on numbered routes. Talk to your Pokémon frequently in different patches of long grass and, eventually, an exclamation mark and a little dance will mean they've found one. Show it to your friend back in new bark town and you'll be told to go out and get more and if you can get five on one monster, there's a Trainer card star and a rare dress-up accessory in it for you!

Extra starters

You only get to choose one starter Pokémon in HeartGold and SoulSilver, right? Wrong. While you can only have one of the initial batch, there are ways to get some of the other starters from different generations as well. Firstly, go pay a visit to Professor Oak once you've cleared out all the gyms and beaten red to see the credits for a second time – he'll reward your efforts with your choice of one of Bulbasaur, Squirtle or Charmander. Then you can go and see Steven in the Silph Co building in Saffron. He has the third-gen starters to give away and, by picking a colour, you'll get either Mudkip, Torchic or Treecko as well. Want the ones you missed?

Well, you're just going to have to trade for them, we're afraid.

Saving money

When mom asks you if you'd like her to save some money for you, she's not trying to get a cut of your winnings – she really is trying to help! Let her hold onto a little and every time you earn money, a quarter of it will automatically be sent back to her. This is useful enough in that it stops you from losing so much when you black out after losing a battle, but there are other benefits too. For one, she'll quickly build up a healthy balance and you might be surprised when you return at how much you've saved. Also, every now and again she'll spend a little of your cash on an item for you and although you'll moan when she wastes your hard-earned pennies on potions, there are loads of great items she can pick up as well – she's bound to get it right eventually! You might even get an evolution stone or a rare hold item if you're extra lucky!

Move tutors

They're not as common as they have been in previous games, sure, but there are still a few kindly souls in HeartGold and SoulSilver that will teach your Pokémon new moves. In Ilex forest you'll find a man that may be able to teach one of your Pokémon headbutt, which can be used on some trees to dislodge and battle the Pokémon that live in them. Also, you should take a trip to blackthorn if you want to power up your chosen starter. As long as they're at their highest stage of evolution and are sufficiently attached to you, he'll teach them their respective elemental version of hyper beam – frenzy plany, hydro cannon or blast burn, depending on the type. Finally, if you've got bp to spare, there are tutors at the frontier who can teach your monsters all kinds of handy moves. They don't come cheap, but with some of the most effective and versatile moves on offer, we think you'll agree that it's worth it sometimes!

Gym leader rematches

So you've beaten all the gym leaders, huh? Good going. But did you know there's a way to get rematches with them where they'll bring upgraded

teams and far more powerful monsters? This is a multi-part process and it starts by working out when the leader you want to battle again is out of his or her gym. When they're not there, it's time to go searching! Generally speaking they'll be off in another town and when you find them, they should be kind enough to offer up their phone number. Next, you need to ring them at a certain time on a certain day, so just keep trying the number until you get through. Finally, the leader will wait for you at saffron dojo, so you can challenge them at your leisure. Be aware, though, that they'll return to their gym once you have defeated them.

Pokéwalker

It might seem like a bit of a novelty, but the Pokéwalker is actually a surprisingly useful piece of kit. By sending one of your monsters to take a walk in it, they'll earn experience and happiness for when they come back to the main game, but they can also find items and encounter Pokémon to battle and catch. Early courses have fairly common contents, but as you use it more and more, you'll start to unlock areas where the items and monsters can't be found in the game itself. Most of these are third-gen monsters that don't appear in Johto or Kanto, so make sure you walk a lot with your Pokémon if you're planning on filling the Pokédex! Bear in mind also that a Pokémon in the Pokéwalker can only gain one level per walk, so it's worth bringing them back once you think they've had enough. You can always send them straight back out again if you like!

Shards

The role of shards has changed in the last few games and while they used to be a commodity to be traded for evolution stones, they're now used to get your hands on some of the rarer berries. The guy outside Violet City Pokémon center will be the first trader you meet and he'll give you three decent berries for each shard, depending on its colour. Later, though, he can be found near Pal Park (not too far from Fuchsia City) and this time you're offered a far better selection of berries for each shard you trade. Many of these are special ones that can't be found in the wild and

have useful effects, so it's worth trying to trade at least one of each colour so you can continue to farm your own in case you decide to use any of them in battle.

Kyogre/Groudon/Rayquaza

Yes, all three of the third-gen Legendaries are available in HeartGold and SoulSilver. Depending on which version you play, you can get either a red or blue orb from Mr Pokémon after beating the game and claiming your original starter from Oak. Take this to route 47 and go exploring in the caves to find the embedded tower, where these powerful monsters reside. HeartGold players meet Kyogre, SoulSilver Groudon, and they're both at level 50. So where's Rayquaza? Why, in exactly the same place! But to get him to come out, you first need to trade for whichever of the two (Groudon or Kyogre) you didn't get in your game and it must be one that has been caught in HeartGold or SoulSilver. With both in your party, go and talk to oak to receive the jade orb, then it's back to the embedded tower to meet a level 50 Rayquaza. So many Legendaries... so little time!

Johto and Kanto gym leaders

With a record 16 gym leaders to defeat in Johto and Kanto it will be no easy feat to say the least. Don't fret though: here you'll find the line-up of each Gym Leader, with a strategy to ensure victory.

Johto

Violet City Gym – Falker

Speciality: flying type
Prize: TM51 roost
Recommended type: rock

If you chose Chikorita as a starter Pokémon you'll be at a distinct disadvantage, so it's best to come prepared. Flying types are weak against rock-type Pokémon – you can catch a wild geodude on route 46. Falker's Pidgey is a pushover, but his Pidgeotto might cause some problems – just

when you think you have it beaten it'll use roost to regain half its HP. It's best to raise Geodude a few levels and use rock throw to take down Pidgeotto in one hit.

Pidgey	*Pidgeotto*
Lv9 (normal-flying)	*Lv13 (normal-Flying)*

Cianwood Island Gym – Chuck

Speciality: fighting type
Prize: TM01 focus punch
Recommended type: psychic
Chuck shouldn't pose much of a threat with his fighting-type Pokémon. Just use the same psychic Pokémon you caught for your battle with morty and you should have no problem. You will finally have the opportunity to use Chikorita (which should be evolved to Meganium by now) since he's strong against Poliwrath. Be sure to take out chuck's Pokémon quickly as you'll want to avoid their trademark focus punch attack, which does 150 base damage.

Primeape	*Poliwrath*
Lv29 (fighting)	*Lv31 (fighting-water)*

Goldenrod City Gym – Whitney

Speciality: normal type
Prize: TM45 attract
Recommended type: fighting
Whitney specialises in normal-type Pokémon. Her trademark Pokémon Miltank will give you a run for your money no matter which starter Pokémon you chose. Miltank is tough because it deals a lot of damage with its stomp attack and can recover its health with milk drink. Try to catch a fighting Pokémon to have the type advantage against Miltank.

Clefairy	*Miltank*
Lv17 (normal)	*Lv19 (normal)*

Azalea Town Gym – Bugsy

Speciality: bug type
Prize: TM89 U-turn
Recommended type: fire, flying, rock
If you chose Cyndaquil as your starter, bugsy should pose no threat; however, if you chose the grass-type starter Chikorita, you're in for a tougher battle. We suggest you use a Geodude and a flying-type Pokémon like a Pidgey to help you combat Bugsy – make sure they are at least at LV15. Watch out for Scyther's U-turn attack – it deals a lot of damage and forces you to switch your Pokémon.

Metapod	*Kakuna*	*Scyther*
Lv15 (bug)	*Lv15 (bug-poison)*	*Lv17 (bug-flying)*

Olivine City Gym – Jasmine

Speciality: steel type
Prize: TM23 iron tail
Recommended type: fire, ground, water
Ground types will rule the roost against Jasmine, the Gym Leader of Olivine City. Use a strong ground type like a Graveler (evolved from Geodude) to have the type advantage against both Magnemite. We recommend that you use your starter Pokémon Typhlosion or Feraligatr against Steelix – both of their attack types are super effective against the steel-ground type Pokémon and trademark attacks such as flamethrower and surf will affect Steelix's special defense instead of its massive defense.

Magnemite	*Magnemite*	*Steelix*
Lv30 (steel-electric)	*Lv30 (steel-electric)*	*Lv35 (steel-ground)*

Ecruteak City Gym – Morty

Speciality: ghost type
Prize: TM30 shadow ball
Recommended type: ghost, psychic
Morty specialises in ghost-type Pokémon. Don't use ground or normal

types: Morty's ghost Pokémon are immune to ground moves due to their levitate ability, and normal-type moves will have no effect on his Pokémon either. Your best bet is to use a strong psychic-type Pokémon: you can catch an Abra and evolve it into a Kadabra, or you can catch a Drowzee. Watch out for Morty's star Pokémon Gengar – its trademark shadow ball attack will decimate your team. Be sure to take it down with a psychic-type move before it can get the chance to attack.

Ghastly	*Haunter*	*Haunter*
Lv21 (ghost-poison)	*Lv21 (ghost-poison)*	*Lv23 (ghost-poison)*

Gengar
Lv25 (ghost-poison)

Mahogany Town Gym – Pryce

Speciality: ice type
Prize: TM07 hail
Recommended type: electric, fighting, fire
Pryce's first two Pokémon, Seel and Dewgong, shouldn't pose much of a threat to you – they can be taken care of by an electric-type Pokémon. Try to take them down quickly – both Pokémon know the move rest, which will restore their HP (but also leaves them vulnerable for a few turns). Pryce's trademark Pokémon, Piloswine, is rather tough – it receives same-type attack bonus (stab) on each of its moves. Watch out for Piloswine's main move, blizzard. Your fire-type starter Typhlosion should have no problem taking down Piloswine.

Seel	Dewgong	Piloswine
Lv30 (ice-water)	Lv32 (ice-water)	Lv34 (ice-water)

Blackthorn City Gym – Clair

Speciality: dragon type
Prize: TM59 dragon pulse
Recommended type: electric, ice

For both of clair's Dragonair, use an ice-type Pokémon or a water-type Pokémon with ice moves to take them down. Clair's Gyarados shouldn't cause much of a threat. Be sure to bring along a strong electric type like Ampharos; electric-type moves will be effective against both types and are almost a guaranteed one-hit KO. Clair's final Pokémon Kingdra is very tough. We recommend using your electric-type Pokémon to take him down. Be sure to watch out for Kingdra's dragon pulse and hydro pump attacks, which can easily take down your entire team.

Dragonair	*Dragonair*	*Gyarados*
Lv38 (dragon)	*Lv38 (dragon)*	*Lv38 (water-flying)*

Kingdra
Lv41 (dragon-water)

Kanto Gyms

Vermilion City Gym – Lt Aurge

Speciality: electric type
Prize: TM34 shock wave
Recommended type: ground
A strong ground-type Pokémon like an Onix or Graveler is a must against Surge. You should also bring along a fire-type Pokémon as a backup. The move earthquake should take care of Surge's entire team.

Electrode	*Electrode*	*Magneton*
Lv47 (electric)	*Lv47 (electric)*	*Lv47 (electric-steel)*

Raichu	*Electabuzz*
Lv51 (electric)	*Lv53 (electric)*

Saffron City Gym – Sabrina

Speciality: psychic type
Prize: TM48 skill swap
Recommended type: bug, dark, ghost
Sabrina is probably the toughest gym battle you'll have thus far in the game. She has some really strong psychic types – don't bother bringing any Pokémon that are weak against it like poison. Bug, dark and ghost types work well, but we recommend dark since most bug- and ghost-types are also poison, and dark types are immune to psychic attacks.

Espeon	**Mr Mime**	**Alakazam**
Lv53 (psychic)	**Lv53 (psychic)**	**Lv55 (psychic)**

Celadon City Gym – Erika

Speciality: grass type
Prize: TM19 giga drain
Recommended type: fire, flying, ice
A strong fire-type Pokémon like your fire starter Typhlosion will easily decimate Erika's team. Do not under any circumstance use sunny day, as each of Erika's Pokémon have the ability chlorophyll (doubling their speed stat) and Erika's final Pokémon Bellossom has the move solarbeam.

Jumpluff	***Tangela***	***Bellossom***
Lv51 (grass-flying)	***Lv52 (grass)***	***Lv56 (grass)***

Victreebel
Lv56 (grass-poison)

Cerulean City Gym – Misty

Speciality: water type
Prize: TM03 water pulse
Recommended type: electric, grass
A strong electric-type should mow through Misty's team with ease. The only Pokémon to be wary of is Quagsire, which is immune to electric-type

moves – be sure to bring along a grass-type Pokémon to take care of Quagsire. Watch out for Misty's prized Pokémon Starmie – it has recover, so you'll have take away at least half of its HP in one move to stand a chance.

Golduck	*Quagsire*	*Lapras*
Lv49 (water)	*Lv49 (ground-water)*	*Lv52 (ice-water)*

Starmie
Lv54 (water-psychic)

Fuchsia City Gym – Janine

Speciality: poison type
Prize: TM84 poison jab
Recommended type: fire, psychic
To take care of janine, bring a strong psychic type Pokémon like Kadabra, with a fire Pokémon as a backup. Be sure to bring some antidote along since your Pokémon are bound to be inflicted with the poison status condition during this battle. Watch out for Janine's Weezing, as its explosion move can take out your psychic type in one blow.

Weezing	Crobat	Ariados
Lv44 (poison)	Lv47 (poison-flying)	Lv47 (bug-poison)

Ariados	Venomoth
Lv47 (bug-poison)	Lv50 (bug-poison)

Pewter City Gym – Brock

Speciality: rock type
Prize: TM80 rock slide
Recommended type: grass, water
Grass- and water-type Pokémon should make the battle with Brock a piece of cake. Grass or water moves will take care of Brock's Graveler, Rhyhorn and Onix; stick with solely grass moves for Brock's Omastar and

Kabutops.

Graveler	*Rhyhorn*	*Kabutops*
Lv51 (rock-ground)	*Lv51 (rock-ground)*	*Lv52 (rock-water)*

Omastar	*Onix*
Lv53 (rock-water)	*Lv54 (rock-ground)*

Seafoam Island – Blaine

Speciality: fire type
Prize: TM50 overheat
Recommended type: ground, rock, water
A strong water-type Pokémon with surf will be your best friend against Blaine. Blaine's Pokémon all know the move overheat, a fire-type move with 140 base power, so you'll need to proceed with caution. As for Blaine's Magmar, we suggest you use a ground-type Pokémon since he also knows thunderpunch, which is super effective against water types.

Magcargo	*Magmar*	*Rapidash*
Lv54 (fire-rock)	*Lv54 (fire)*	*Lv59 (fire)*

Viridian City Gym – Blue

Prize: TM92 trick room
Blue will be your toughest battle to date in Pokémon HeartGold and SoulSilver. Unlike the previous gym leaders, he doesn't specialise in a single type of Pokémon, so you'll need to have a team of Pokémon to cover all of his team's weaknesses. Blue's Exeggutor can be taken down with a fire, psychic, or ice Pokémon. His Machamp can be taken care of by a psychic- or flying-type Pokémon. Arcanine and Rhydon can be taken down by a water type. Finally, blue's Gyarados and Pidgeot can be taken care of by an electric.

Machamp	*Pidgeot*	*Rhydon*
Lv56 (fighting)	*Lv60 (normal-flying)*	*Lv58 (rock-ground)*

Gyarados	*Arcanine*	*Exeggutor*
Lv52 (water-flying)	*Lv58 (fire)*	*Lv55 (grass-psychic)*

Know your role: inside expert team-building

It's not just enough to throw together a selection of Pokémon you like and call it a team. As well as type match-ups and coverage, you also need to think carefully about what role each monster plays on the team. What do we mean? Read on and you'll find out, then perhaps you'll be able to turn a team of six very different monsters into a well-oiled machine that doesn't stop bringing home the trophies!

Physical sweeper

Whatever the type, the sweeper will be your main damage dealer. Physical sweepers are defined by their high attack and speed stats, with the best of the bunch generally capable of upping one (or even both) with moves like 'sword's dance' or 'dragon dance'. The idea is to outpace the opposition and beat them into submission with a variety of offensive moves, primarily relying on ones of the same type for all-important stab (same-type attack bonus) which will increase damage done by half. Since sweepers will do the majority of the legwork in a team, it's a good idea to keep them safe – if the opponent brings out a good counter to your monster, you'll usually need to make a switch yourself too unless you're sure you've got a move that will outpace them for an unexpected ko. Physical sweepers fear the burn status too, since it cuts their attack in half. Keep an eye out for it!

Special sweeper

The special attack-based counterpart to your regular sweepers. This area is awash with psychic and ghost types, so you might want to consider dark-type monsters and attacks to counter them, but this means your own special sweepers will often need to stay on their guard too. Like

regular sweepers, special sweepers rely on lofty special attack and speed stats to work and again, they often have ways to improve them further. 'Nasty plot' is a favourite here, though several type-specific moves like 'growth' can also do the trick. Many of the best special sweepers tend to be Legendary Pokémon, so if you're considering using an uber like mewtwo, it's usually a good idea to let your opponent know. Many battlers will soft-ban the most overpowered monsters and the last thing you want is to start a fight a monster short!

Mixed sweeper

Mixed sweepers are far less common than either of the pure types, since the role requires suitably high stats in both attack and special attack as well as speed to succeed. The benefits, though, are twofold. For one, having both physical and special attacks on hand stops Pokémon with particularly high defences in either area from ending your sweep. But perhaps more importantly, you've got the element of surprise on your side. Charizard, for instance, is often used in a physical role but by fielding a special-biased 'zard (perhaps with a more common and powerful physical move on standby as well), you can really catch opponents off-guard. Finding a monster with a suitably diverse move pool can be difficult, but the benefits far outweigh the initial stress.

Support

Not every team has need of a dedicated support Pokémon, though many more traditional attackers can often double in supporting roles if you're willing to sacrifice a couple of attacking moves. Moves like 'wish' can be useful for healing support, things like 'light screen' can help defend the entire team, while weather-based teams will always need at least a couple of Pokémon on hand that can alter the weather in their favour. If you find your team could do with more than a couple of these kinds of moves, it's worth looking into the move sets of a potential support Pokémon. While they're not going to help you win battles directly, the residual effects of their moves and abilities can often be enough to swing a battle in your favour if used well. The power of 'trick room' should also

not be underestimated. With so much emphasis on speed in competitive battling, having slower monsters act first for a while can really change the flow of a battle if used on a team that's ready to receive this kind of support. It's also worth considering 'baton pass' – with the right Pokémon passing their stat boosts on, you can turn just about any monster into a potential sweeper!

Lead

Leads can come in many forms. While a lot of Trainers will simply open with a good all-round battler with few weaknesses (a powerful normal-type, for instance), teams with more of a theme will need to be built accordingly. Weather-based teams in particular often start with a Pokémon whose ability allows them to change the weather upon entering battle, but there are other moves that need to be set up early in order to get the most out of them. Moves like 'spikes' and 'stealth rock' rely on damage over time, so opening with a Pokémon that is capable of laying down these entry hazards is a popular way to go. If you want to use such moves, get them down early; but if not, the ability to switch your starter in a more versatile team can also be extremely beneficial when opponents might predict or easily counter your hazards. A tough call to make but an important one.

Wall

Your wall is your go-to monster when a Pokémon that threatens your main attacking forces is sent out. By choosing cleverly to match typings here, you can make it so your opponents would-be effective attacks instead do little damage, miss or even power up the recipient. Walls come in both special and physical forms, but these defensive Pokémon tend to be far more reliant on their typing than attacking ones as they need to be able to switch into attacks easily. Once they're out, you need to be on the lookout for not just super effective attacks but also ones that might hit their weaker defense stat – if a fighting type comes out against your blissey, for instance, you need to know when your wall just isn't going to cut it and switch in another monster that can take the inevitable

physical hit! You should also try to keep at least one wall secret from your opponent. That way if you can whittle down their team and leave them with only one or two Pokémon that your wall resists, you'll all but guarantee yourself a victory. Walls also often carry disruptive moves as well as ones that can improve defensive stats further – they're not just going to sit there and take hits, after all!

Bulky

Bulky Pokémon might not be able to dish out as much damage or win fights single-handedly, but these guys tend to be your good jack-of-all-trades monsters, usually ones like water types that will resist many of the attacks of the most commonly used sweepers. You're looking for rounded stats but again, typing is just as important if you really want to do well – Electivire can take a few hits, for instance, but the fact that most powerful sweepers carry earthquake makes him terrible in a role such as this. A lot of dual-types fit the bill well as they can usually switch in on one or two types of move for little or no damage – Snorlax's 'thick fat' ability can let it eat fire and ice attacks with ease, whereas Empoleon's steel type can reduce damage significantly on a clever switch. It also helps for a Pokémon that has the health to stick out a longer fight to carry a recovery move of some kind. Rest has great synergy with the chesto berry or the natural cure ability, though free healing moves like recover and roost are generally preferable.

Phazer/spinner

Like support Pokémon, it's unlikely that your team will include a dedicated phazer unless you know for sure that the people you play like to abuse stat boosts and/or arena hazards. Either using 'haze' to wipe out stat boosts or moves like 'roar' or 'yawn' to force a switch (which does the same job) can ruin your opponent's game plan, particularly when they're trying to set up less powerful monsters. 'Rapid spin' also falls into this category, since an opponent who bases their game around little bits of damage from 'spikes' and 'stealth rock' can have their strategy ruined when a single 'rapid spin' can force them to either set up again or forget

about the extra damage altogether. As we say, it's unlikely this will be the only role a Pokémon plays on your team, but it's important to have the option to destroy boosts and hazards, so making room on one or two of your attack- or defence-inclined monsters for moves that can wreck your opponent's setup is a must. Also, 'roar' can be handy when you've got hazards of your own in play, especially if your opponent is running several Pokémon with a weakness to 'stealth rock'.

Saboteur

Unless you're running a pure attack team, know that messing with your opponent's game plan is every bit as important as having one of your own. As discussed earlier, the burn status can bring a potential sweeper to his knees, whereas every other status can be equally effective in the right situation. There are preferable options, however. The guaranteed paralysis of 'thunder wave' is well worth considering, as is the guaranteed sleep of 'spore' on the few Pokémon that can use it. There are also the Pokémon whose abilities let them cause statuses on physical contact, or those that can reflect negative status, so these are also worth considering. Finally, there are all manner of other vicious one-off moves that can ruin an unprepared opponent. 'Perish song' can instantly kill a trapped opponent, 'destiny bond' will take the attacker down with your fallen Pokémon, while moves like 'trick' and 'knock off' that mess with the opponent's hold items can also be extremely helpful when you know there are decent items on the opposing Pokémon.

But how do i choose my team?

It all comes down to personal preference, plus a lot of what you should and shouldn't use together should be common sense. Some players like to rely on a single versatile attacker like Gyarados, while sitting on a bench full of walls and bulky counters. Others will opt for more well-rounded teams, usually with a support and/or saboteur monsters backing them up and turning decent stats into excellent ones (or bad ones for your opponent). Gimmick teams tend to be more rigid, so any team running kingdra is going to want 'rain dance' support, plus a ground type to

bring in, in case the opposing team tries to bring the 'thunder'. The best thing to do is give a little thought to how you like to play and build the team around that – if it's one main attacker, make sure you have all its weaknesses covered on the bench so you can make some clever switches as and when needed. If you're planning on setting up 'stealth rock' and 'spikes' to do the damage over time instead, you'll want to run a ghost type so that you can predict and block the other team's potential 'rapid spin' attempts. Just start with one or two Pokémon or move sets that you'd like to focus on and build the team around them – you'll find that your battles will be getting easier in no time!

The ultimate guide to the Pokéathlon!

Have you conquered the Pokéathlon yet? With ten events and five categories to compete in (speed, power, skill, stamina and jump), it's no easy task to say the least. You'll need to develop a whole new team of Pokémon in Pokémon HeartGold and SoulSilver to compete in the Pokéathlon. If this sounds like a daunting task fear not, as you'll find some helpful tips here to help you better your chances at success in the Pokéathlon to ensure you finish at the top of the podium and gain useful points for rare and helpful items.

Hurdle dash

The trick to victory is the timing of your jumps. If you tap your Pokémon at the right time – just before they jump the hurdle – they will receive a speed boost. To give your Pokémon a jump-boost, ensure your Pokémon jumps on the hurdle. When selecting your team of Pokémon, be sure to select Pokémon with at least two to three stars for their jump stat (they will jump a greater distance over the hurdle) and a strong speed stat. Be sure to keep an eye on the placing of your Pokémon at the bottom of the screen and also watch the top of the screen for upcoming obstacles, as your final

score is based on the timing of all three Pokémon.
Stats: Speed, Jump

Pennant capture

This is one of the most difficult courses in the Pokéathlon. You should pick Pokémon with high speed and skill stats to improve your chances of success. Although the field changes each time, once you've played pennant capture a few times you should be able to predict where the obstacles will appear. To better your chances of capturing the flags before your opponents, you should collect flags in a clockwise or anticlockwise direction – this will ensure that you aren't wasting time going out of your way to fetch flags. Gaining the pennants is only half the battle – be sure to bump opposing Pokémon from behind to gain their pennants. Remember that your Pokémon can only carry up to nine pennants simultaneously, so go to the starting line to switch Pokémon when you've reached your pennant limit to boost your score even further.
Stats: Speed, Skill

Relay run

The key to relay run is avoiding all the obstacles and switching your Pokémon out at the right time. It's best to use your first lap to scout out the course to map out the quickest route. Be alert and be sure to avoid pebbles and especially big rocks, as they will really slow you down. The key to success is switching out your Pokémon the moment when they start to slow down, before they begin to sweat – this will enable your Pokémon to always have momentum. Your Pokémon's speed and stamina skills are crucial as the speed stat affects how quickly your Pokémon can run, while the stamina stat determines how long it will take your Pokémon to become tired.
Stats: Speed, stamina

Circle push

With 12 Pokémon on the field, circle push can quickly become crowded. The trick to winning is to push opposing Pokémon out of the circles. If you

time your push correctly you will gain extra momentum and can even push powerful Pokémon off the field. Be sure to keep your Pokémon in close proximity of each other; this will make them harder to push away. When there are two equal scoring circles, be sure to pick the circle with the least number of Pokémon around it. When selecting your team of Pokémon, be sure to avoid any large Pokémon, as they are difficult to fit inside 5-point circles; it's best to select a team of Pokémon with high speed and power stats for moving around the field quickly and shoving opposing Pokémon with relative ease.

Stats: Power, Speed

Block smash

The trick to success in black smash is to pick Pokémon with a balance of power and stamina. When smashing blocks remember to count how many blocks it takes your Pokémon to get tired. If you can, try to time it so that you switch your Pokémon when the blocks are being refilled – this will give you a major time advantage. Also, you can flick your Pokémon in an upward motion when switching to save time. Lastly, to save time when smashing blocks strike them in their cracked section – this will cause the blocks to crumble extra quickly. You can crack chains of block for ever more points.

Stats: Power, stamina

Goal roll

As the name suggests, goal roll is a soccer-type game. Instead of having your Pokémon randomly standing on the field, you should position them strategically. You should have one Pokémon protecting your goal, one Pokémon at midfield and one Pokémon near your opponent's goal. To hit the ball with extra force, flick the stylus hard to gain more momentum. Also, when there are several balls in play be sure to concentrate on the big ball as it's worth two points and can easily help you win the match.

Stats: Power, Skill

Snow throw

In snow throw you must select a balance between protecting your Pokémon from being hit and ensuring your Pokémon have enough time to roll snowballs. Snowballs are very helpful in two situations: first, the larger the snow ball, the better the chance of knocking down opposing Pokémon and secondly, be sure to hold snowballs in front of you as they can be used as shields to protect your Pokémon. Snow throw can be rather hectic, so be sure to keep an eye on your Pokémon as well as the opposing Pokémon to avoid being hit by surprise.

Stats: Power, Skill

Ring drop

To better your chances of knocking the opposing Pokémon out of the ring, be sure to strike them with full force. Try to be careful though, as you can accidentally fall out of the ring by yourself if you use too much power. Jumping should only be used as a last resort, if opposing Pokémon surround you and you have nowhere to go. Jump has another use: you can jump forward and knock opposing Pokémon out of the ring. Lastly, when switching your Pokémon it's best to go to the corner of the field to avoid being knocked out of the ring.

Stats: Stamina, power

Lamp jump

Having a Pokémon with high skill stats is crucial in this game. The objective here is to get as many points as possible. The best way to do this is by hitting chains of lights (up to five) to increase your score. You can accomplish this by trying to bounce as far as possible. Since there are three Pokémon on screen at the same time, timing is crucial. It's important to let one Pokémon jump without having the others get in its way. The best way to utilise all your Pokémon is by having them bounce in opposite directions to get the most points possible without interfering with each other.

Stats: Skill, Jump

Disc catch

Are you a fan of frisbee? Then you'll love disc catch! We recommend that you have at least one Pokémon stationed in the five-point area in the lower-left part of the board to gain as many points as possible – be careful though as you'll be right on the edge of falling off the platform! When selecting your team, try to make the Pokémon as balanced in jump and power stats as possible, as you'll need both in this course: jump is needed for catching the saucers, while power is required for knocking opposing Pokémon off the field. Flying-type Pokémon have a distinct advantage on this course, since they are able to fly around in the air and catch discs with ease.

Stats: Jump, Power

So there you have it, a complete rundown of the Pokéathlon. We really enjoy the Pokéathlon – it's a nice break from the usual turn-based battles. The Pokéathlon reminds us of an updated version of Pokémon contests. The Pokéathlon is great fun and, with high scores to beat, you're guaranteed to keep coming back for more, again and again.

Shard alert...

While doing the rock smash move, you will occasionally come across shards, but what can you do with them? Well... the only use we've found is swapping them for berries by visiting one of the jugglers around the game. You can find a juggler in Violet City, next to the Pokémon Center. If you give him a single shard, he will give you three berries in return. You can revisit him as many times as you like. You can do the same thing with the juggler found near the pal park to the north of fuchsia city. The berries can do all kinds of things, such as defrosting Pokémon, restoring their HP and making them wake up. Watch out though: some berries will cause your Pokémon confusion!

Have your pic taken...

We all know Pokémon games are packed with fun elements, but did you know you can have your photo taken at certain points in the game to commemorate the occasion of doing rather well? Genzo is the man to track down: he will offer to take a photograph of you, your partner Pokémon and your team. You can even keep these snapshots in an album on your pc in-game – well, up to 36 of them anyway. It doesn't stop there though: you can also have your photo taken with the 16 gym leaders in Johto and Kanto. Cool... say cheese!

Multiple forme Pokémon...

You probably know already that a small number of Pokémon have multiple formes that they can swap between in different situations. Deoxys was the first Pokémon to do this, but we have since enjoyed the revelations of Giratina's alternate form, the cute and cuddly Shaymin and the strange multiple electrical appliances of Rotom! Well, in HeartGold and SoulSilver you can swap between these formes by following these instructions...

Deoxys

This Pokémon changes forme based on its proximity to meteorites. Go to the southwest of route three and you will find the meteorites. With Deoxys in your party, stand next to the top-left one for normal, top-right for attack, bottom-left for defense and bottom-right for speed.

Rotom

With rotom at the head of your party, you need to visit Silph Co in Saffron City. Go up to the elevator and it will open, allowing you to travel up to a new room. Inside, simply select the item that corresponds to the rotom forme you want: fan, heat, frost, wash or mow.

Giratina

The only known way of getting Giratina to change its forme is through the special Arceus event. You need to transfer a special Arceus to your game

from Diamond, Pearl or Platinum, then take this Pokémon to the ruins of alph. You will meet with Cynthia who will tell you that Arceus can create newborn Pokémon, and you get the choice of Dialga, Palkia or Giratina. Choose Giratina and it will be born with a griseous orb, which allows you to swap formes.

Shaymin

You need a special Shaymin that was given away at Pokémon events in '08 and '09 for this one. Show it to the woman in the goldenrod flower shop to get a gracidea flower. This will allow you to swap Shaymin's forme, but only between 5am and 8pm!

Look out for team rocket...

As you travel through Johto and Kanto you will stumble upon team rocket, up to no good. As ever, they are bent on world domination – and messing up a bunch of Pokémon in the process! You will have to battle with the Team Rocket grunts, and the executives like Proton and Petrel. You will find members of Team Rocket up to no good at these locations: Slowpoke's well, Mahogany hideout, Goldenrod Underground and radio tower, and in Cerulean City. While the Team Rocket plot only acts as a sideline to the main game, it's always worth pursuing these stories for the practice it gives you in battling more powerful Pokémon Trainers. If you defeat all of the Team Rocket people thrown at you, you will find out that they have once again disbanded!

My Pokémon Ranch tips

There's lots of Pokémon fun to be had in this WiiWare game – take a look at what we've discovered...

Life is never dull on My Pokémon Ranch. Every day a new toy will be dropped into the place for you to discover. The toy comes giftwrapped and new toys always replace old ones. The higher your ranch is ranked, the more toys you will get. You can open gifts by lifting the boxes and dropping them. Toys will make your Pokémon and miis extra happy and allow them to exercise together.

Poképalette

Your Pokémon will play with the palette, then all the others will organise themselves and make a mosaic of the Pokémon with the toy – cool!

Snowman

A small snowman will attack with an icy blast if Pokémon attack it first! This is a great one to be playing in the wintertime! Of course, you could just leave it well alone and not get attacked yourself!

Pokémic

This mic is great fun. If a Pokémon shouts into it, the sound comes out on your remote!

Surprise Ball

This red ball bursts with stars if you throw it at a passing Pokémon or a mii. This doesn't actually do a great deal, but it looks spectactular when your friends are watching! What great fun, eh?

Fountain

This fountain appears on the ranch and you can bathe your Pokémon in it one at a time.

Cannon

Here's something that we know you will find lots of fun... you can fire your Pokémon over the fence using this comedy cannon! Just load 'em up and blast 'em off! They don't like it much though... ahhh.

Balloons

Hand these multicoloured balloons to any Pokémon you don't like much and they will float away. Now they won't get on your nerves!

Banana skin

These are fun – just pop one on the floor and wait around to see what happens! Well you can guess, can't you? It'll send any Pokémon or Mii that stands on it slipping and sliding onto their bums!

Pendulum

If any Pokémon or Mii stands close to the pendulum they will become hypnotized and fall over!

Cushion

Place these cushions on your mii's head and they can then transport their Pokémon in comfort! You would have to be a pretty lazy Pokémon though to accept a lift from a stranger with a cushion on his head!

Camp fire

Pokémon like nothing more than gathering around the campfire. Listen carefully – they might just sing some songs!

Play god!

With a flick of the wii remote you can create natural disasters to make the lives of your miis and Pokémon difficult...

Earthquake

By holding the remote vertically, then giving it a knock from the right to the left you can knock everyone over with a quake!

Explosion

Again, holding the remote vertically, give it a knock from the front towards the back. Any nearby Pokémon or miis will be blasted away!

Tornado

This time hold the remote horizontally. Give it a blow from the left to start a tornado going! Pokémon and miis will be sent flying around the sky, causing chaos!

Trampoline

Keep the remote horizontal, only this time give it a knock from below, going up. All of the Pokémon and miis on your ranch will jump up at the same time, as if on a giant trampoline!

Pokémon Battle Revolution

Pokémon's first Wii game has been keeping our postbag full of questions and requests for any hints and tips so we thought it was about time we obliged. Here is everything we know...

The first thing we recommend in Pokémon Battle Revoution is getting to know Anna – she's the lovely lady who works as the game's receptionist and explains everything to you. She will tell you that the game is all about travelling to new stages and battling the colosseums in Pokétopia.

The first thing you will have to do is choose yourself a battle pass. There are rental passes for those who don't have diamond or pearl, or you can transfer your Pokémon from the ds games. Choosing the cindy or nate rental passes doesn't make a heck of a lot of difference – just go for the Pokémon you prefer. So it's off for a battle, but which option to choose?

Battle mode is where you get to travel around from one colosseum to the next. You have to defeat the Pokémon Trainers you encounter to win a pass to move on to the next colosseum. This is the main thrust of the game and where you will spend the majority of your time. Check out our special box on the colosseum mode over the page for more tidbits of information.

In free battle mode you and a friend can choose to battle it out together for fun or maybe to practice for the colosseum mode? Then there's battle tutorial where you are shown a demo of a battle. This isn't the waste of time it might seem as you can pick up some good tips on playing by watching the demo right through to the end. When you're done here it's time to choose some Pokémon and jump on in!

Once your battle has begun there are three main options you will use to control the game. First comes fight – this is what Pokémon Battle Revolution is all about! You must choose an attack for your Pokémon and

then you get to see them perform it in glorious 3D. You can also jump from one Pokémon to another with the options here, although watch out as some battles don't allow you to use this option. If you're finding the battle really tough and want to bow out gracefully you can use the give in option.

To get yourself a perfect point you need to win the battle without any of your Pokémon fainting (Pokémon never die!). The perfect points are useful as they allow you to play this colosseum again if you fail rather than having to start over from the beginning again.

As you progress through the colosseum mode you will come across different kinds of battles. Some of these are self-explanatory like the single battle where one Pokémon fights at a time, or double battle where you can have two monsters at once. Then there's the knockout battle where you must knock out the other Pokémon to win the round. A team battle has a team order that is decided on at the start and you must win three rounds to be victorious. Fortune battle sees a spinning wheel introduced that you must throw a dart at to select your Pokémon.

Tournament battle pits you against four out of 16 trainers and you must beat them all plus the leader. A league battle has six trainers and you earn points for Pokémon surviving to the end then the one with the highest score battles the leader. A select battle throws in random Pokémon for you to battle with, a little battle uses unevolved Pokémon with a level under five. Then there's survival battle where you must endure battle after battle without time to replenish your health between fights. Then finally the masters battle is the ultimate test – a knockout battle with some of the toughest Pokémon Trainers the world has ever known!

If you're tough enough to get through all of the battles then you will certainly deserve your prize – a special Pikachu and access to the codes to get Electivire and Magmortar! We can't wait for the next Pokémon

game on Wii! Imagine – it could be a fully blown role-playing game in 3D!

Customising your Trainer...

A wonderful inclusion in Pokémon Battle Revolution is the ability to customise your Pokémon Trainer to suit your own personality. It's something Pokémon fans have been wanting for a while! Here's the lowdown on what you can do...

Creation

Nintendo has given us a host of options to make a Pokémon Trainer that's as close to us as possible. Height, hair style, clothing, accessories and bags can all be chosen, tinkered with, changed and updated as you play through the game. Choose carefully because this is how the rest of the Pokémon world will see you – you don't want to look daft!

Storing

Up to 32 Trainers can be stored in the game, along with each of their Pokémon teams. What's more, you can even give them their own opening statements so that the battle really is uniquely yours. Once stored you can allocate them to any of your teams, which means that even if deleted they will be retrievable by going back to your team save.

Battling

With all the options tweaked to perfection you can take your shiny new Pokémon Trainer into battle with you. You will live in Pokémon Battle Revolution through this little guy. This is your way of showing off to your Pokémon battling mates as you can now take your trainer online through Nintendo Wi-Fi and let the world tell you what they think!

Special Pokémon

Once you've beaten the game you get a surfing, volt-tackling Pikachu for your efforts. Then there are special Pokémon codes to unlock an Electivire and Magmortar too! Just follow these instructions...

1. Go to the edit your profile section and selection self-introduction.

2. Now, if you want electivire, enter the code tko3-9jwp-34kl. This is the english code.

3. For Magmortar you should enter the code jl49-05kn-odnv. Again, english only.

4. Now the lady on the desk will tell you all about a gold or silver pass you have unlocked by entering the code. She will go on to say that shocking or heated secret gift items have been added to the mystery gift shop for Electivire and Magmortar!

5. Head to the game shop and now at the bottom of the list you will find the items costing 0 Pokécoupons. Now you can transfer these Pokémon to Diamond or Pearl!

Colosseum mode...

You can use the Pokémon you have trained in Diamond or Pearl in the many colosseums in this mode. There are also lots of sub-modes that each have special features for you to uncover.

1. Gateway colosseum

In this first battle you can enter with a Pokémon from the rental set and then exchange Pokémon with the Trainer Joe once you have beaten him.

2. Main Street colosseum

You have to ensure you defeat all of the opponents in this colosseum as it's a knockout battle. Fail and it's game over for you!

3. Waterfall colosseum

You won't know which Pokémon are going to come out next in the waterfall as your team order will be decided by your opponent.

4. Neon colosseum

You unlock this colosseum by winning at the waterfall. The team order is this time decided randomly by the spin of a roulette wheel!

5. Crystal colosseum

The waterfall also unlocks the crystal colosseum. Your battles this time are in a 16- person tournament-style with voldon tackling you.

6. Sunny Park colosseum

Defeating neon unlocks sunny park. It's another knockout battle where you must win to stay in the game. In round two baby Pokémon are battled!

7. Magma colosseum

Unlocked by beating sunny park, there's a six trainer tournament to beat here, including the leader. Once again you must beat everyone to win.

8. Sunset colosseum

You and your opponent will each receive two Pokémon from a selection of 12 randomly selected. To win here you must go all the way through with these.

9. Courtyard colosseum

Unlocked by winning at the Sunset colosseum, this is another of those knockout battles where losing will send you back to the start again!

10. Stargazer colosseum

Taking on the mysterious mysterial is tricky, as he will decide on your team order. Polish up your strategies to win with any Pokémon you may get!

Pokémon Ranger: Guardian Signs

The most recent addition to the Pokémon series, Guardian Signs is also by far the most complex and interesting of all the Ranger titles so far. Since it's quite new, we'd imagine that there's quite a lot you still haven't done or seen in the game, but don't worry. We're on hand to pass on all the good stuff. We're nice like that.

Secret signs

Thought it was just the superstar Pokémon that got their own ranger signs? Think again. As well as being able to summon Legendary companions to ride on or challenge again, there are also a number of secret signs tucked away in there that let you bring other monsters to your side in a hurry. Some of these can be learned by completing side quests, but others are never even told to you in the game itself – you'll have to find them either by experimenting or through events and reveals from nintendo over the coming months. When viewing your collected signs, tap the question mark then the 'draw' button and go crazy... you might just find something awesome! Here are a few to get you started, but bear in mind that companions summoned in this way will have their field abilities weakened.

Multiplayer

In a first for the series, Guardian Signs allows you to team up with friends that also own the game to take on a variety of exclusive missions. While having extra capture styler support from other rangers and backup from their Pokémon is helpful enough, it's also worth noting that there are a number of special gestures and commands that only work here. Rather

than just wildly drawing rings around your target, for instance, you can co-ordinate it so that you draw a square or a triangle as a group, with each player drawing one side of the shape around the capture target. It's hard to organise and pull off consistently but if you can manage it, you'll notice that the massive damage it inflicts is well worth it. Try to work well as a team, stick to always doing the same lines each on special shapes, but be fast as well – only the person who secures the Pokémon with the final strike will get to keep it!

To the internet!

Even once you've seen and caught every Pokémon the game has to offer, don't assume that you're done! Nintendo will be supporting the game post-release with a number of download missions that are available through the nintendo Wi-Fi connection. These introduce some of the biggest and baddest monsters going and task you with bringing them under control. Completing any of these will unlock entries for the legendaries in Guardian Signs but, more interestingly, it'll often open up the ability to send that rare monster you caught over to your main game of HeartGold, SoulSilver, Platinum, Diamond or Pearl. Deoxys, Shaymin, Manaphy and special Heatran are all available in this way, so keep an eye on the Wi-Fi connection and be sure not to miss out – these special events won't be available forever!

A roaring success

Once you're able to ride around on one of the Legendary dogs, you can use their powerful roars to coax otherwise hidden monsters out of hiding to come to your aid. Renbow Island is a hotbed for secret monsters, with Cherrim and Skiploom both hiding in certain patches of flowers, while Turtwig can be found in a bush near hinder cape. Be sure to use roar often, especially when things look suspicious. Although a few of these Pokémon have learned to blend in perfectly, others might leave telltale signs that they're around or not quite manage to pull off their disguises properly – make with a loud roar and scare them back into motion! It's not always quite so simple, mind. Roar isn't the only answer so if that

doesn't work, try using a Pokémon's ability to shake some life into a static target – exploiting a weakness is usually key here, like using a fire-type attack to wake a grass type, for example.

The sky's the limit

Having trouble catching some of the faster flying Pokémon while riding on Staraptor? You're not alone, though you might well be barking up the wrong Sudowoodo. Some of the rarest and fastest fliers are simply too speedy for Staraptor to catch up with, meaning that you must wait until later in the game when you've got the option to ride Latios or Latias (depending on your character's gender). The psychic types have access to a speed boost that should let you close the distance far more easily, bringing once unobtainable monsters within reach at last. What's the point, you ask? Well, there's a lady in the aqua resort's docks that can call down any flying Pokémon you've captured to be used on land as well. All of a sudden, flying for yourself rather than just using the menu to reach new locations just made things a bit more interesting...

Pokémon Rumble

This entertaining dungeon-crawler action game has been available on Wiiware (the Wii's digital download service) for some time now, but we're still surprised by how many people don't even know it exists. It can be downloaded through the Wii Shop Channel and while it might seem a little expensive for a game so simple, there's so much to do and see here that it quickly proves itself to be worthwhile investment.

Level up!

One of the key differences between this and a more traditional Pokémon game is that your monsters don't grow, evolve or learn new moves as you use them – they are just toys, after all! Instead you'll recruit new, more powerful monsters to use as you move up through the ranks of normal mode and into advanced and ultimately ex mode, where the most powerful monsters hang out. Since you'll be finding better Pokémon so quickly, try not to get too attached to any one toy and in the early stages, don't bother spending your cash on teaching them new moves either. Pour your cash into the recruitment machine instead, as you've always got a decent chance of getting lucky and receiving an extra-special or particular powerful toy in this way.

Making friends

Sometimes when you knock out an enemy, they'll fall to the floor with a glowing cog beneath them to indicate that they can be collected and used. While the likelihood of this happening comes down to pure chance, there are a couple of ways to tip the odds in your favour. Rare glittering Pokémon are worth looking out for, since they've got a 100 per cent chance of being recruited if you can defeat them; but for the rest, you might have to be more creative. Wobbling enemies with critical hits, super effective moves and rapid barrages also provides a guaranteed capture opportunity, provided you can defeat the stunned target before it comes to its senses.

Bust a move

When you recruit a Pokémon, don't just pay attention to its general power stat. Each type has its own rating (out of five stars) for attack and defense. Also, the moves you use are what will really make the difference between having a worthless character and having one you can't do without. Try out attacks in the lobby before you take a new monster into battle and see how they work – some moves hit all around you, others fire off projectiles (some of which are homing or can be guided) while more still are just close-range swipes. Get a feel for how each works and you'll soon come to work out which your favourites are. Keep an eye out for healing moves like giga drain, because they're the only way you'll ever be able to restore your creatures' stamina.

Just the ticket

Although releasing toys that you no longer need might provide you with a little more spending money, you might want to hang on to your spare and unneeded allies a little longer. By releasing them in groups of five of one species, you'll receive a ticket that allows you to freely recruit that monster's evolved form on top of the usual payout, plus there are a load of secret combinations that lead to tickets for rare and even unobtainable monsters. Rotom, for example, can be released with any of the eevee evolutions for a ticket that nets you one of the quirky ghost's new forms; and if you can find and release all five of those, there's a darkrai ticket in it for you. Generally speaking, hang on to most of your monsters until you've got enough to trade up for something better, but remember: you can only have one ticket at a time, so don't get greedy!

Royale with cheese

Freedom to switch between monsters and themed stages make the normal levels pretty simple, but the battle royale takes things to another level. Learn who the boss characters are and be sure to come prepared – while the first few waves of normal enemies can usually be picked off pretty easily, you want to have a toy with the right moves ready for when the big guys get on the scene. When the trio of Legendary birds is

in charge, for instance, make sure you have a powerful rock-type move ready to see them off easily. You should always try to get rid of all the minions before dealing with the main enemies too, just to avoid a nasty surprise while your attention is on taking down the boss. Area effect moves are really helpful in the early stages, but you'll probably find you need to be more focused when taking on the main enemies.

Pokémon Mystery Dungeon: Explorers Of Time

Wonder Mail Passwords

Try out some of these cool passwords...

Combee
Client: Ampharos
Objective: Rescue Combee
Place: Foggy Forest 11F
Reward: 300 Poke
9 6 2 & 5 @ 9 1 Y – 8 H
2 1 2 X F C @ 5 W K 9 -

Pachirisu
Client: Pachirisu
Objective: Take Item from Baltoy
Place: Waterfall Cave B8F
Reward: Power Band
S % K + N S 8 = 3 = F
8 9 @ Q 3 C % 5 5 6 & 4

Riolu
Client: Riolu
Objective: Explore with Riolu
Place: Beach Cave B2F
Reward: Unknown
MT=N+MMS-NM7
H4#+1JH7CCFM

Pokémon Mystery Dungeon: Explorers Of Darkness

Wonder Mail Passwords

And here are some for the other version...

Buneary
Client: Magnemite
Objective: Arrest Buneary
Place: Steam Cave 4F
Reward: Swords Dance
40J4=M40C60M
090##3+C-FYN

Burmy
Client: Magnemite
Objective: Arrest Burmy
Place: Waterfall Cave B6F
Reward: 250 Poke
68%5+C=F8@7Y
#H3434+59XMT

Rotom
Client: Rotom
Objective: Take item from Fortress
Place: Mystifying Forest
Reward: Unknown
0 K 3 % 1 Y & W H 3 M 4
4 P 6 R & R W 0 + – P W

Pokémon Sapphire

The Elemental Stones

If you Surf to the North West of Mossdeep you will eventually come across a house with a Shard Hunter inside. In the Eastern ocean region of Hoenn there are red, blue, green and yellow Shards you can find if you dive. Give these to the Shard Hunter and he will pass on one of four Elemental Stones...

Fire Stone	Take the Red Shard to him
Leaf Stone	Take the Green Shard to him
Thunder Stone	Take the Yellow Shard to him
Water Stone	Take the Blue Shard to him

January Sales In Lilycove!

Once you have defeated the Elite Four, go around checking the TVs in houses. If you find one that is flashing, check it out more closely and you may get an ad for a clearout sale at the Lilycove Department Store. Go on to the roof to see a lady in an apron and you will be offered the following...

Mud Ball	Costs 200
Fence Length	Costs 500
Fence Width	Costs 500
Tyre	Costs 800
TV	Costs 3,000

Sand Ornament	Costs 3,000
Breakable Door	Costs 3,000
Cute TV	Costs 4,000
Round TV	Costs 4,000
Slide	Costs 7,000
Rhydon Doll	Costs 10,000
Wailmer Doll	Costs 10,000

Pokémon Diamond & Pearl

Diamond Dust

On 12 January make sure you visit Snowpoint City in these games. Instead of snow falling from the sky you will see diamond dust falling instead! It sparkles as it falls to the ground.

Fast Egg Hatching

You can halve the time it takes to hatch a Pokémon egg in these games by making sure that you have a Pokémon with you that has either the Flame Body or Magma Armor abilities.

Pokémon Pinball: Ruby & Sapphire

Ball Upgrades & Infinite Points

If you get three Chinchou Pokémon moving in a clockwise circle, shoot a ball at them. There is a glitch in the game where the ball will go straight past the Pokémon, then when it falls down again and hits them it will rebound back up the table again. The ball will continue doing this, racking up the points and earning yourself lots of upgrades until the pinball machine goes into Tilt mode and you can get the ball out of this loop.

Pokémon Box: Ruby and Sapphire

Unlockable Secrets

As you play through the game you can unlock all kinds of special things...

Completion Bonus... Unlock this by collecting all Pokémon Ruby or Pokémon Sapphire. You will get a different border in Adventure mode

Swablu with False Swipe Egg... Store just the one Pokémon to get this

Zigzagoon with Extreme Speed Egg... You earn this by storing just 60 Pokémon

Skitty with Pay Day Egg... If you store 500 Pokémon, you are rewarded with this item

Pichu with Surf Egg... You'll get this if you manage to store 1,499 Pokémon

Pokémon Stadium

Unlockable Secrets

If you manage to complete the following tasks you will be rewarded with these special items...

Unlock Amnesia Psyduck... You must register all 151 Pokémon in the Hall of Fame

Unlock Flying Pikachu... On the Main Menu press Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Start

Unlock R2... When you have beaten all of the Cups and the Gym Leader Battles, Mewtwo will appear. If you beat Mewtwo, you will be rewarded with a harder R2 difficulty setting

Speed Mode... Defeat the Master Ball in the PokéCup or PrimeCup to get the Dodou speed. You can now play in the Pokémon Tower at twice the normal speed

Hyper Difficulty... If you are good enough to win five rounds in a row during the 'Who's The Best?' mini-game against three computer players on the Hard difficulty, your great gameplay skills will earn you a new difficulty

Pokémon FireRed/LeafGreen

Get A Legendary Beast Pokémon!

Would you like a Legendary Beast Pokémon with you on your adventure? First of all you must beat the Elite Four (don't you always?) and then, when in the wild, you will be joined by a Legendary Beast Pokémon. The beast you get is dependant on which starter Pokémon you got. There are three Legendary Beast Pokémon – you get Entei if your starter was Bulbasaur, Raikou if you chose Squirtle and Suicune if your starter Pokémon was Charmander.

Secret Items

In the two games, you can find special secret items if you stand on the exact spot that someone (or some Pokémon) of importance has stood, and then use the Itemfinder...

Leftovers... Use the Itemfinder where you found two Snorlax

Soothe Bell... Use the Itemfinder at Pokémon Tower where Mr Fuji was

standing

Macho Bell... Use the Itemfinder in Viridian Gym where Giovanni was

Pokémon Dash

Pads, Balloons And Lapras Explained

As you whizz through the levels in this DS racing game, you will come across pads to boost you, balloons to float you around and Lapras to do some island hopping. Here's an explanation of what you get from each...

Pads

Sand Pad: This will boost your speed on a sandy landscape.

Grass Pad: A speed boost when you are on the grass.

Swamp Pad: Again, a speed boost, this time in the swamp, but also to stop you from drowning!

Forest Pad: In a forest setting? This will give you a speed boost!

Ice Pad: Boost your speed on the ice.

Rock Pad: Speed boosting on the rocks.

Lava Pad: Another speed boost, this time on a lava terrain, and this also stops you from burning, which is handy!

Balloons

You can float anywhere in the level by using one of the balloons, but there are precautions to take! You can't fly yourself over brick pathways, there is no landing in the sea or in the forest and you can only pop the balloon once when over an icy landscape.

Lapras

The friendly Lapras will help you to travel from island to island and reach goals that are water-based.

Harder Cups

There are harder cup modes hidden away in the game, and here is how you can access them...

Expert Mode... Beat the Hard GP Mode

Expert Rules Time Attack Mode... Unlock the Expert GP Mode

Special Cup... Beat the Normal GP Mode

Time Attack Mode... Beat the First Cup on GP Mode

Harder GP... Beat the Original GP

Get Shiny Trophies

If you don't choose to retry any races in a Cup, you will be rewarded with shiny trophies instead of normal ones!

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